

KELEIA



QUARTERSTAFF STARTING TILE

Timing: Hero-Attack Roll



MERCHANT

Timing: During a Trade Action



Choose one of the following options:

- ◆ Reduce the purchase price of one Item or one service (Healing, Unveiling, or Training) by 1 Gold to a minimum cost of 0 Gold.
Note: You cannot combine this effect with any other effect allowing you to reduce the price.
- ◆ In addition to the standard rules for Changing the Offer, you may Change the Offer up to two additional times for free.



PICKPOCKET

Timing: Outside of Combat at a Place of Trade, both during or outside of a Trade Action



Attempt to steal an Item by performing the following steps:

1. Choose an Item (with a purchase price of 3 Gold or less) from the Offer of the Place of Trade you are at.
2. Make a Hero Roll:



If the roll is between 2 and 7, you failed to steal the Item and lose 1 Reputation.



If the roll is 8 or more, take the Item from the Offer, as if you purchased it, but pay nothing. Refill the empty slot with a new tile as usual.

Note: If you are currently performing a Trade Action, you may immediately sell the stolen Item.



FEINT

Condition: Armor Set of 3 or more parts.



Choose one of the following options:

- ◆ After any Hero Roll: Add 2 to your roll.
- ◆ After Monster-Attack Roll: Subtract 2 from the Monster's Combat Value.



DAGGER

Timing: Hero-Attack Roll



THIEF

Timing: Outside of Combat at a Place of Trade, both during or outside of a Trade Action



Attempt to steal an Item by performing the following steps:

1. Choose an Item (with a purchase price of 6 Gold or less) from the Offer of the Place of Trade you are at.

2. Make a Hero Roll:



If the Final Value is between 2 and 7, you failed to steal the Item and lose 2 Reputation.



If the Final Value is between 8 and 12, take the Item from the Offer, as if you purchased it, but pay nothing. Lose 1 Reputation. Refill the empty slot with a new tile as usual.



If the Final Value is 13 or more, take the Item from the Offer, as if you purchased it, but pay nothing. Refill the empty slot with a new tile as usual.

Note: If you are currently performing a Trade Action, you may immediately sell the stolen Item.



STEALTH

Timing: Outside of Combat



Receive 2 Move points.

This turn, you may move through and/or end movement on hexes containing Monsters without performing a Combat Action.

Immediately end this effect once you perform any other Action / Free Action.

You must liberate a hex to perform its Action / Free Action as usual.

If you end your turn on a hex with an undefeated Monster, at the beginning of your next turn, you must proceed with one of the following options (before you do anything else):

- ◆ Perform a Combat Action.
- ◆ Use Stealth again, Shadow (see below), or Potion of Invisibility (see Appendix, page 16) to Move from the hex.



HUNTING BOW

Timing: Hero-Attack Roll



THROWING KNIFE

Timing: First Strike



BACKSTAB

Condition: Armor Set of 3 or more parts



Timing: After Monster-Attack Roll

Subtract 2 from the Monster's Combat Value. Also, deal 1 Damage to the Monster at the same time as the Monster inflicts Injuries on the Hero at the end of the Monster Attack phase. This can result in both the Hero and the Monster being killed at the same time (follow all steps for both the Death of the Monster and Death of the Hero in Combat).



KNOCK DOWN

Timing: Before Hero-Attack Roll



According to the Hero's Final Combat Value, subtract the corresponding value from the Monster's Combat Value during the next Monster Attack of this Combat. Also, if the Hero's Final Combat Value is 9 or more, deal 1 additional Damage.

15 PROSPECTOR
USED ONLY IN THE SOLO/COOP GAME

Timing: Outside of Combat on a Mining hex

Action: Mining

Draw 2 Natural Resource tiles (instead of 1). Choose one to keep and discard the other.



Note: The effect of the Mining Cart symbol cannot be used during this Mining Action.

15 PROSPECTOR
USED ONLY IN THE 2-4 PLAYER GAME

Timing: Outside of Combat on a Mining hex

Action: Mining

Do not pay Gold to other players who have an Interaction token on the hex where you are Mining.



15 HAGGLE

Timing: Outside of Combat at a Place of Trade

Action: Trade

Perform one or both of the following effects:

- ◆ Perform a Trade Action.
- ◆ Reduce the purchase price of one Item, or the Training cost of one Ability, by up to 2, to a minimum cost of 1.



Notes:

You cannot combine this effect with any other effect allowing you to reduce the price.

You may perform any number of Trades before using the discount to purchase.

This may be used right after Training Haggle during an ongoing Trade Action.

18 JAVELIN

Timing: First Strike



18 SPEAR

Timing: Hero-Attack Roll



21 MASTER THIEF

Condition: Armor Set of 3 or more parts.

Timing: Outside of Combat at a Place of Trade, both during or outside of a Trade Action

Attempt to steal an Item by performing the following steps:

1. Choose an Item (with a purchase price of 13 Gold or less) from the Offer of the location you are at.
2. Make a Hero Roll:



If the Final Value is between 2 and 8, you failed to steal the Item and lose 3 Reputation.



If the Final Value is between 9 and 13, take the Item from the Offer, as if you purchased it, but pay nothing. Lose 2 Reputation. Refill the empty slot with a new tile as usual.



If the Final Value is 14 or more, take the Item from the Offer, as if you purchased it, but pay nothing. Lose 1 Reputation. Refill the empty slot with a new tile as usual.

Note: If you are currently performing a Trade Action, you may immediately sell the stolen Item.

21 SHADOW

Timing: Outside of Combat

Receive 3 Move points.

This turn, you may move through and/or end movement on hexes containing Monsters without performing a Combat Action.

Immediately end this effect once you perform any other Action / Free Action.

You must liberate a hex to perform its Action / Free Action as usual.

If you end your turn on a hex with an undefeated Monster, at the beginning of your next turn, you must proceed with one of the following (before doing anything else):

- ◆ Perform a Combat Action.
- ◆ Use Shadow again, Stealth (see above), or Potion of Invisibility (see Appendix, page 16) to Move from the hex.



25 DOUBLE STRIKE

Timing: Before Hero-Attack Roll

Subtract 4 from the Hero's Combat Value.

Once the Hero's Final Combat Value is determined, double the Damage dealt by your Weapon. After doubling, reduce dealt Damage by 1.

Note: Double Strike only doubles the Damage caused directly by the Weapon, i.e. not from any other source of Damage, like Scroll of Enhancement, Fire Essence, etc.



30 AGILE DODGE

Timing: After Monster-Attack Roll

Subtract 5 from the Monster's Combat Value.



35 CRIPPLING BLOW

Timing: After Hero-Attack Roll

If the Hero's Final Combat Value is 11 or more, deal 2 additional Damage. Also, during the next Monster Attack of this Combat, reduce the Injuries inflicted on you by 2.

Note: Even against an Elite Monster with Immunity (see Rulebook, page 31), the Monster still inflicts fewer Injuries according to the value shown.



40 FIERCE

Timing: Hero-Attack Roll

